

# **Lone Wolf Club Newsletters**

## **1985 Summer Special**

**Joe Dever** is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

**Gary Chalk** is the main illustrator of the early Lone Wolf Club Newsletters.

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### **Contributors** for Project Aon Editions

This project would have been impossible without the helpful contributions of:

**David Davis** – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

**Paul Haskell** – providing better quality scans of artwork taken from the books.

**Simon Osborne** – creator and maintainer of this document.

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Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.

# SUMMER SPECIAL

Summer is here at last, and to celebrate the holiday season we've prepared this Lone Wolf Club SUMMER SPECIAL that is brimful of news and features for Lone Wolf fans. In response to the deluge of letters we've had since the last Newsletter, there are specially extended 'Kai Konnection' and 'Monastery Mailbag' features, plus a Summer Special Kai Crossword Competition for you to enter. Also, there's the chance for you to tell us exactly what you think about the Lone Wolf series in the Kai Questionnaire. It appears on the back of the crossword entry form and can be sent, with or without a competition entry, to the following address:

**The Lone Wolf Club (SS4)**  
17-21 Conway Street,  
London, W1P 6JD

The hottest news from the monastery is the start of a new series of books set in the world of Magnamund. Entitled 'GREY STAR', they chronicle the quest of a young Shanti wizard from the Isle of Lorn, in southern Magnamund. In this new series of gamebooks, you are the hero—Grey Star. Your task is to complete the quest for the Moonstone of the Shanti, a gem of great power that will enable you to challenge evil Shasarak—the Wytch-king of Shadaki, a cruel tyrant whose empire threatens to destroy your people.

The first of this exciting new series—The Wizard Grey Star—is due out in October of this year, with the publication of Book Two—City of the Dead\*—soon after. Written by Ian Page and Joe Dever, they are beautifully illustrated by Ian McCaig and Paul Bonner, and contain a colour map and rules for magic that are based on the Lone Wolf game system.

In Newsletter 4, out next month, we'll be telling you more about Grey Star, and printing the new MAGNAKAI rules for the advanced Lone Wolf books, the first of which ('The Kingdoms of Terror') is due for publication on the 7<sup>th</sup> November, '85.

\* Provisional title only



# Monastery Mailbag

## A SELECTION OF LETTERS FROM LONE WOLF FANS

Dear Kai Lords,

I really enjoy your Lone Wolf series. Your books are widely read in my country and I do not know of a single one of my friends who does not know what 'Lone Wolf' is. My favourite book is 'Fire on the Water' closely followed by 'The Chasm of Doom'. Please can we have Vonotar the Traitor return again . . . he's my favourite baddie!

Best Wishes,

Tan Ju Nguan, SINGAPORE

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Dear Kai Lords

I'm hoping you can answer a few queries I have about your excellent Lone Wolf books. Having just finished 'Caverns of Kalte', I am currently carrying an Axe (with which I am skilled), a Magic Spear (which I pulled out of a Helghast in Book Two) and the Sommerswerd. Am I allowed to carry all three of these at the same time and if I am not, which weapon do you suggest I drop? My next question is whether Joe is planning on writing another series after Lone Wolf, I'm sure he'll make a good job of it! And lastly, do you think you could print a list of all the Club members so that they can get in touch with each other? Keep up the good work!

Yours honourably,

Chris Heaton, BRADFORD

Yes, Chris, you are allowed to carry all three of the items mentioned. The Magic Spear and the Sommerswerd are both Special Items, and do not count as Weapons so far as the rule for carrying only 2 Weapons is concerned. At the end of each adventure you are allowed to leave items in safe keeping at your monastery, but of course you cannot use them during your next adventure if you do so. Joe has recently completed the first two books in a new series entitled 'Grey Star' (see the first page for details), and the Kai Konnection pen-pal feature set up in Newsletter No. 3 should help all those club members who would like to make new friends by post.

Dear Kai Lords,

Congratulations on your brilliant role-playing adventures. Your Lone Wolf books are the élite of fantasy gamebooks. I'd especially like to congratulate Gary on his magnificent illustrations and say how greatly influenced I have been by his artwork. I am going to art college in September in order that I may, one day, become a successful book illustrator. Also, thanks for a most enjoyable drawing competition—let's have some more of them, please!

Yours Artistically,

Adrian Onn (Kai Savant) ST. ALBANS

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Dear Kai Lords,

I wonder if you could advise me on the following queries:

1. In Book Two, 'Fire on the Water', I received the Sommerswerd and was instructed that its power increased my COMBAT SKILL by 8 (10 if I possessed Weaponskill in Swords). Is the COMBAT SKILL increase valid in future books and is the increase only applicable in combat against the undead?
2. In Book Three, 'The Caverns of Kalte', I found a vial containing distilled Graveweed (Sections 10, 250 & 77). I was then asked if I had ever visited the 'Graveyard of the Ancients' (ref. Book One). My problem is that I did go to the graveyard, but I was flattened by a block of granite. I'm wondering if this visit still counts.

Yours Kaifully,

Steven O'Dea, EDINBURGH

Yes, the increase in your basic COMBAT SKILL is valid from Book Two onwards, adding 8 points (in your case 10 due to your Weaponskill with Swords) to your total in any combat in which you use it.

Strictly speaking, in 'The Caverns of Kalte' the text should have read: 'If you have ever visited the Graveyard of the Ancients and survived', as your knowledge of graveweed would only be of use to you if this was the case.

IF YOU HAVE ANY HINTS, TIPS, QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO: THE LONE WOLF CLUB (MM)  
SPARROW BOOKS,  
17-21 CONWAY ST.  
LONDON, W1P 6JD

Dear Kai Lords,

Can you tell me if I will always have the Sommerswerd and will it always give me +8 points to my COMBAT SKILL?

Yours Sincerely,

Michael Morby, LONDON

Without giving too much away, any player who has found and kept the Sommerswerd during book two of the Lone Wolf series will be allowed to keep and use it in all forthcoming Lone Wolf adventures. As readers are no doubt aware, the Sommerswerd is the most important of all Special Items so far. It gives the player +8 to his / her COMBAT SKILL and doubles the loss of ENDURANCE points to the enemy when used against 'undead' creatures. Further information about its origin and powers will be revealed in future Lone Wolf books.

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Dear Kai Lords,

Can you help me work out what the Giak Officer shouted at me in 'Flight from the Dark'? Is it a completely new language and therefore impossible to decode, or do the runes correspond to certain letters of our own alphabet?

Bob Gould, STAFFORD

In 'Flight from the Dark' (entry no. 325) the Giak officer shouts: "Ogot, Ogot!" at his cowering troops, followed by "RANEG ROGAG OK—ORGADAKA OKAK ROGAG GAJ!", which he screams at you.

The literal translation of this Giak sentence is as follows:

RANEG (return) ROGAG (future tense)

OK (I)—ORGADAKA (humans) OKAK (you)

ROGAG (future tense) GAJ (die)

Rearranged into English, the sentence reads: "I will return—you humans will die!"

The Giak language has been fully developed and documented by Joe, and it will be explained in full, i.e. how to speak, write and read it, in the forthcoming Magnamund Companion. 'Ogot', by the way, means 'Retreat' in English.

Dear Kai Lords,

I am an ardent fan of your books and I am hoping that you can straighten out a couple of queries I have:

1. In Book One, section 181, does this loss of equipment also include loss of money and Helmet?
2. Can the Padded Waistcoat from Book Three also be worn with a Chainmail Waistcoat in that adventure and others?
3. If you are instructed to eat Meals whilst in moving vehicles, and you have the Kai Discipline of Hunting, can you bypass this instruction or must you eat a Meal?

By the way, the new look newsletter is marvellous—I enjoyed No. 3 very much, especially the 'Giak Chat' part. Well done!!!

Yours Proudly,

Daren Britt (Kai Warmarn) CRAWLEY, Sussex

I'm afraid that the bandits took everything you had, including your Helmet and crowns. The Padded Waistcoat can be worn in addition to the Chainmail Waistcoat; indeed, during the Middle Ages it was very common for soldiers to wear a padded waist-coat under their chainmail to increase its protection and make it more comfortable to wear. As regards to the Meals, yes, you can bypass eating a Meal during a journey by vehicle if you have Hunting. We assume that the coach must stop at some time to allow for 'calls of nature', if nothing else!

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Dear Kai Lords,

I would be grateful if you could tell me how often the Lone Wolf Club Newsletter comes out.

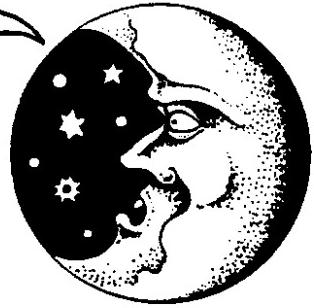
Yours Faithfully,

A. Chomley, HUTTE, W. GERMANY

We hope to produce four Lone Wolf Club Newsletters a year, one for each season, plus two specials—one for the New Year and one for Summer. Release of the newsletters should be approximately one month in advance of new Lone Wolf books, with the specials sent to members in January and August of each year.

# The Kai Konnection

The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post. All you need do is send us a few details about yourself, using the Kai Konnection form, and we will feature you in the first available Kai Konnection feature.



Name: PAUL TYRRELL  
 Age: 9  
 Address: England  
 Hobbies: Gamebooks, cube, writing short stories.  
 Would like a pen-pal with similar interests and of a similar age group.

Name: JASON GRAFHAM  
 Age: 14  
 Address: England  
 Hobbies: RPGs, funk music, athletics, hates mushrooms, likes intelligent people of same age.  
 Would like pen-pal (preferably a girl) with similar interests and who is a dedicated Lone Wolf fan (rank of at least Warmarn).

Name: NICKY J CHURCH  
 Age: 11  
 Address: England  
 Hobbies: Badminton, scouts, gamebooks.  
 Would like a pen-pal (boy / girl) with similar interests.

Name: RUPERT BEAN  
 Age: 11  
 Address: England  
 Hobbies: Gamebooks, AD&D, board-games.  
 Would like male pen-pal with similar interests.

Name: GARY MARSHALL  
 Age: 12  
 Address: England  
 Hobbies: Lone Wolf, metal miniatures, Warhammer, running.  
 Would like pen-pal (boy / girl) dedicated to Lone Wolf and with similar interests.

Name: GEOFFREY SIMON  
 Age: 13  
 Address: Guernsey  
 Hobbies: BMX, gamebooks, computer games.  
 Would like a pen-pal (boy) of similar age and interests.

Name: KIRK ANDERSON  
 Age: 14  
 Address: England  
 Hobbies: Stamps, cars, ghost hunting, supernatural mysteries.  
 Would like a male / female pen-pal with similar interests.

Name: CHRISTOPHER BENEKE  
 Age: 12  
 Address: Co. Durham  
 Hobbies: D&D, RuneQuest, Lone Wolf.  
 Would like a pen-pal (boy / girl) of similar age and interests.

Name: GLYNN RYLAND  
 Age: 15  
 Address: England  
 Hobbies: Role-playing games, art, drama.  
 Would like a pen-pal, same age or older, with similar interests.

Name: NIGEL WHITEOAK  
 Age: 12  
 Address: England  
 Hobbies: Role-playing (Traveller, AD&D, Star Frontiers), gamebooks, war gaming and computer games.  
 Wants a pen-pal with similar interests (boy / girl).

Name: DEBBIE ALEXANDER  
 Age: 10  
 Address: Northern Ireland  
 Hobbies: Stamps, gamebooks, collecting erasers, joining clubs!  
 Would like a pen-pal (boy) with good sense of humour.

Name: SHANE BALKHAM  
 Age: 13  
 Address: England  
 Hobbies: Collecting & writing game-books, computers, drawing, sports.  
 Would like a pen-pal with similar interests.

## Kai Konnection Form:

NAME: .....

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

ADDRESS: .....

AGE: .....

YOUR HOBBIES / INTERESTS .....

TYPE OF PEN-PAL YOU WOULD LIKE .....

Fill in this form in BLOCK CAPITALS please, and send it to:  
 LONE WOLF CLUB (KK), 17-21, Conway Street, London, W1P 6JD

Name: IAN JESS  
Age: 17  
Address: Co. Derry  
Hobbies: PBMinig (play by mail) and gamebooks / comics.  
Would like to hear from anyone into Marvel comics, 2000 AD, PBMinig and reading gamebooks.

Name: MARK FENTON  
Age: 11  
Address: England  
Hobbies: Collecting football programs, football & fantasy gaming (not D&D).  
Would like a male pen-pal into football, fantasy books, the 'Beano' and writing letters.

Name: EMMA FISK  
Age: 12  
Address: Co. Durham  
Hobbies: Collecting stamps, sport and drawing.  
Would like a pen-pal (boy / girl) with similar interests.

Name: JONATHAN HAMILTON  
Age: 14  
Address: Northern Ireland  
Hobbies: Gamebooks, magazines, keyrings (has over 70), swimming and canoeing.  
Would like a pen-pal of the same age with similar hobbies, preferably in Northern Ireland.

Name: MARTIN HILL  
Age: 11  
Address: England  
Hobbies: Stamp collecting and fantasy books (has over 20).  
Would like a pen-pal who likes gamebooks and writing letters.

Name: SIMON COLLISON  
Age: 11  
Address: England  
Hobbies: Wildlife, drawing, computing, reading fantasy / game-books.  
Would like a pen-pal (boy / girl) with similar interests.

Name: MARK BULLEN  
Age: 12  
Address: England  
Hobbies: Gamebooks, wargaming, computing, model glider flying, reading.  
Would like a pen-pal interested in wargaming and / or gamebooks.

Name: MICHEAL GIBBENS  
Age: 13  
Address: England  
Hobbies: Collects fantasy gamebooks and badges (over 420). Like reading, athletics and cats.  
Would like a pen-pal (boy / girl) with similar interests aged between 12 and 15.



Name: ROBERT LONG  
Age: 14  
Address: England  
Hobbies: AD&D, Warhammer, collecting metal miniatures, J. R. R. Tolkien.  
Would like a pen-pal with the same / similar interests.

Name: RODDY MOORE  
Age: 14  
Address: Scotland  
Hobbies: Fantasy gamebooks, Spectrum 48K and football.  
Would like a pen-pal (boy / girl) interested in Spectrum computer and role-playing games.

Name: MATTHEW GEE  
Age: 15  
Address: England  
Hobbies: Collecting metal miniatures, ice hockey, drawing, RPGs.  
Would like a pen-pal (boy / girl) with similar interests, especially RPGs (Rune-Quest).

Name: "WIZ" E. RANKIN  
Age: 14  
Address: England  
Hobbies: Fantasy gamebooks, reading, drawing, anything nutty!  
Would like a nutty pen-pal (boy / girl) who is interesting.

Name: SEAN HAMILTON  
Age: 16  
Address: Scotland  
Hobbies: D&D, metal miniatures, pop music, sci-fi magazines (White Dwarf, 2000AD etc.).  
Would like a pen-pal (boy / girl) with similar interests (UK).

Name: RACHEL COCKLIN  
Age: 15  
Address: England  
Hobbies: Role-playing games (D&D, T&T), Laurel & Hardy films, clarinet.  
Would like a pen-pal (boy / girl) with similar interests—preferably insane.

Name: CHRISTOPHER GREEN  
Age: 11  
Address: England  
Hobbies: Collecting gamebooks & badges, coins, D&D, rugby.  
Would like to hear from a pen-pal with similar interests.

Name: PAUL RAND  
Age: 13  
Address: Co. Durham  
Hobbies: Computers and RPGs.  
Would like a pen-pal with the same interests (RuneQuest and AD&D especially).



*Joe Dever and Gary Chalk* based on the best selling role-playing adventure book "The Caverns of Kalte"

# LONE WOLF AND THE ICE HALLS OF TERROR

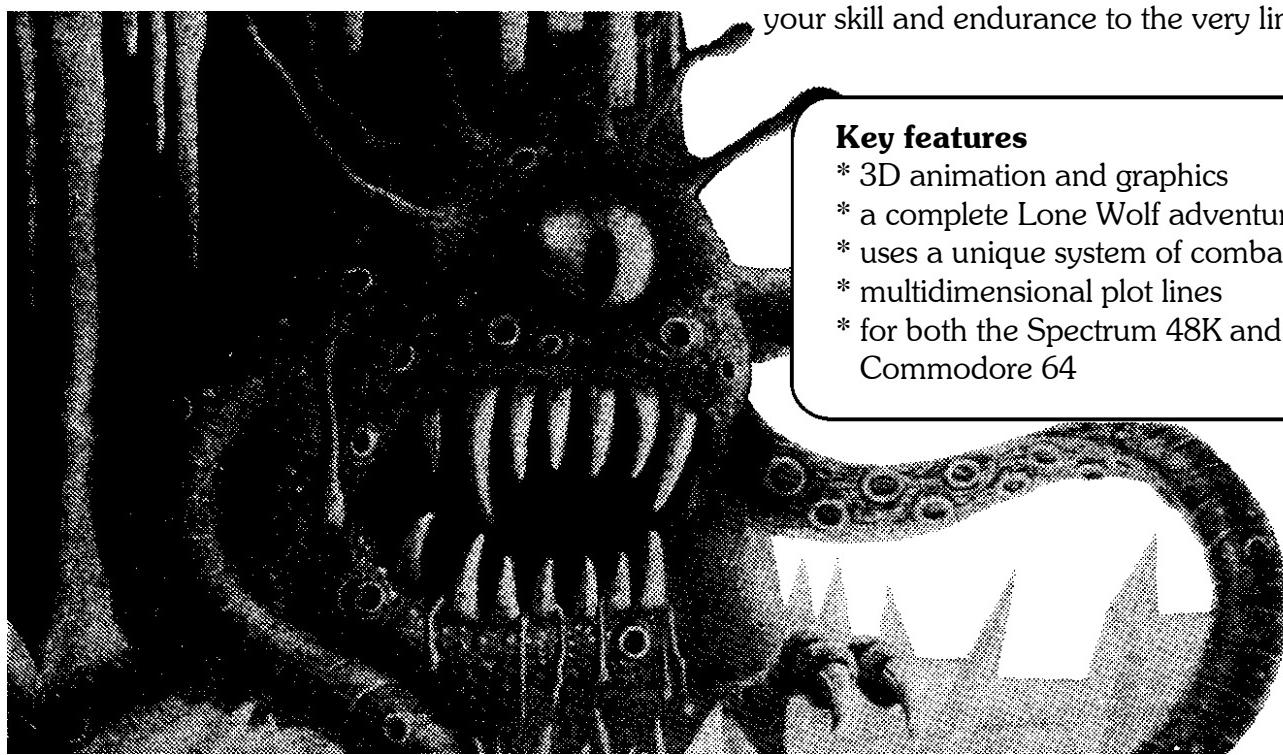
The most exciting adventure of your life continues... Vonotar the Traitor still lives—can you survive the Ice Halls of Terror? You are Lone Wolf, the last of the Kai Lords. Shocking news reaches your homeland that Vonotar the Traitor still lives. Safe within the indomitable ice fortress of Ikaya, he now rules over the icy continent of Kalte.

The King has vowed to your people that the evil traitor will be brought back to Sommerlund and made to stand trial for his crimes. But it is a promise that only you, Lone Wolf, can fulfil.

In the ICE HALLS OF TERROR, you must brave the terrible dangers of the ice kingdom in your quest to capture your most hated foe. But be warned! It is a challenge that will test your skill and endurance to the very limit.

#### Key features

- \* 3D animation and graphics
- \* a complete Lone Wolf adventure
- \* uses a unique system of combat skills
- \* multidimensional plot lines
- \* for both the Spectrum 48K and Commodore 64



#### ORDER FORM



Lone Wolf 3: 'The Ice Halls of Terror', can be ordered direct from the publishers at £9.95 each (includes VAT, postage and packing). Please send your order and cheque/postal order, made payable to Century Communications, to: Century Communications, Brookmount House, 62-5 Chandos Place, Covent Garden, London, WC2N 4NW.

NAME: ..... PROGRAM: .....

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Please state clearly which program you require and allow 30 days for delivery. You need not necessarily send this form with your order, but do remember to give your name, address, the program you require, and to enclose a cheque.

# The Lone Wolf T-shirt



Be one of the first to show your true Kai colours! These stunning black T-shirts are printed in red, white and dark green, and bear this eye-catching LONE WOLF illustration.

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Please send me the following 'Flight from the Dark' T-Shirt:

Please complete the whole coupon in block capitals and return the order to:

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Arrow Books, Dept. MA,  
17 Conway Street,  
London, W1P 6JD**

Make your cheque / postal order payable to Arrow Books. Please ensure your name and address is filled in on the back of cheques.

Please allow 28 days for delivery. If not satisfied we will refund your money immediately. All prices include VAT.

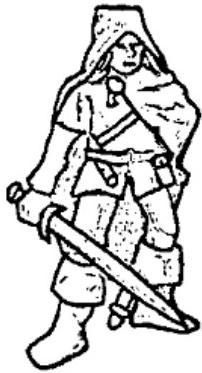
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	P&P for each additional T-Shirt only 20p each		£	:
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NAME

ADDRESS



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LONE WOLF



VORDAK



BANEDON  
Young Theurgist



VONOTAR



BANDIT

GUARDSMEN



## GIAKS

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NOODNICS x2



## MAIL ORDER FORM

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PLEASE NOTE It is impossible to send Overseas orders by air mail as postage charges often exceed the value of the figures.

PLEASE MAKE ALL CHEQUES / POs PAYABLE TO GAMES WORKSHOP LTD



The Lone Wolf Club SUMMER SPECIAL CROSSWORD Competition has been based around characters and events that can be found in Lone Wolf Books 1-4. Entries must be in before 30<sup>th</sup> November 1985, and entries received after this date will not count, so do get them in to us as soon as possible. All winners will be notified by post no later than 1<sup>st</sup> January 1986.

\* \* PRIZES \* \*

The first correctly completed entry picked at random from all the entries received will win a deluxe MULTI-FUNCTION WRIST WATCH and a complete set of autographed Lone Wolf books.

The following five correctly completed entries, picked at random from all the entries received, will win autographed copies of 'SHADOW ON THE SAND', book five in the Lone Wolf series.

Now that you know the prizes, here are the clues to the SUMMER SPECIAL Crossword. The crossword is printed on the same page as the entrant details form which you must complete with your name and address. Remember to send it to us no later than 30<sup>th</sup> NOVEMBER 1985

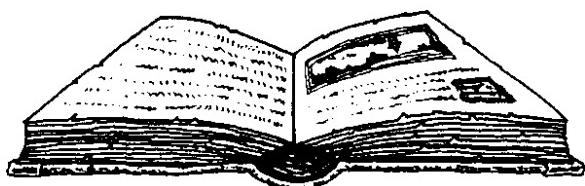
GOOD LUCK!

## ACROSS

1. A mountain in Kalte (10)
2. A tailless monkey (3)
3. Every Lone Wolf adventure has a coloured one of these (3)
5. A rodent that lives in a sewer (3)
8. A famous company of Cloeasian troubadours (6)
11. The number of Disciplines that a Kai Master possesses (3)
12. The Kai Master who was once envoy to Port Bax (8)
14. The organ of bearing in a human (3)
15. A small, poisonous snake (3)
18. This substance is found under the skins of Baknar (3)
19. In the direction of (2)
20. In battle, a cuissart protects this part of the body (3)
21. Evil traitor (7)
22. A young goose (7)
24. A historical period (3)
26. Arrows and bolts are both types of '-----' (7)
27. To '----inate' something is to get rid of it (4)
30. A town on the edge of the Wildlands (6)
31. A holy order sworn to silence (9)
34. Captain D'Val's first name (5)
35. Eager or expectant (4)
37. Cala---- are found growing in the Maaken mines (4)
39. Used to propel a boat (3)
40. A remote province of Sommerlund (6)
41. A poem to celebrate an event (3)
44. A Greek island off the coast of Turkey (3)
45. A river north of Ruanon (4)
48. A disorderly crowd of people (3)

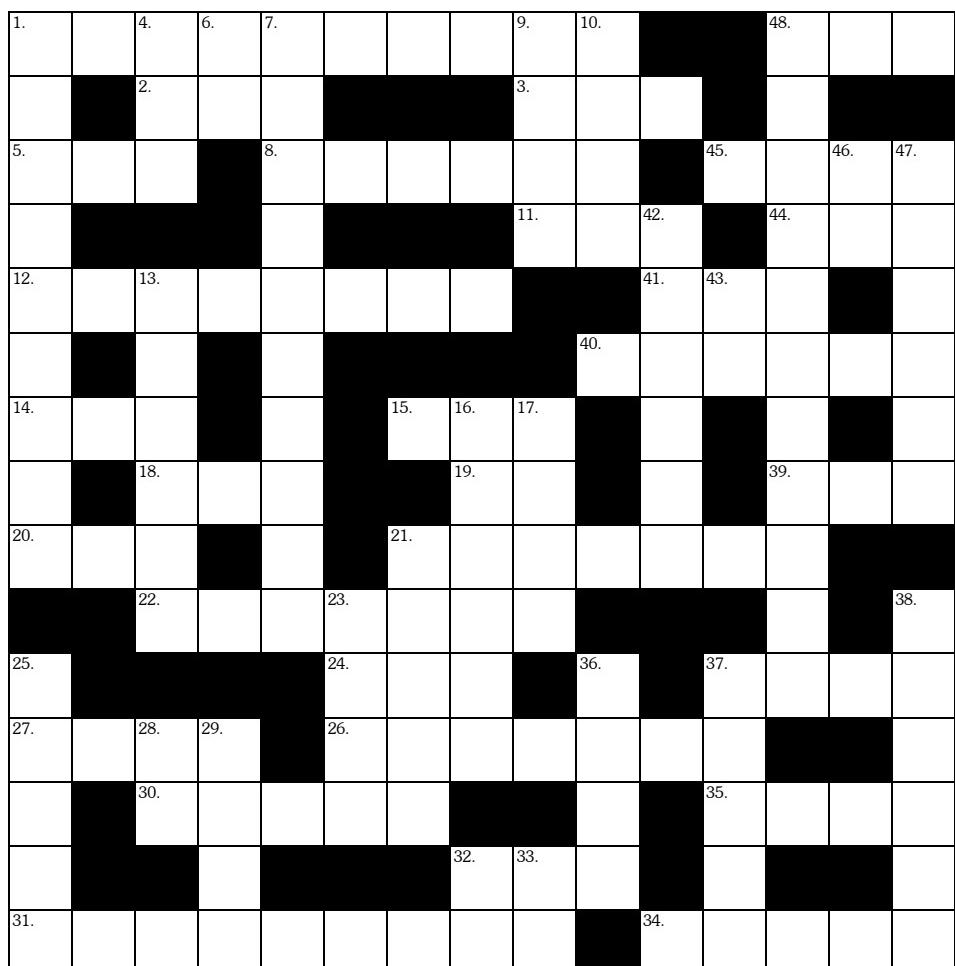
## DOWN

1. A game played in the gambling halls of Ragadorn (9)
4. One grain of a cereal plant (3)
6. Opposite of down (2)
7. These were raised from the seabed to stop the Durenese fleet (10)
9. To send out, or to utter (4)
10. Very uncommon (4)
13. A young sailor aboard the 'Green Sceptre' (6)
16. Pieces of smooth rock (6)
17. A terrible smell (4)
23. Unable to walk due to an injury (4)
25. A Kalte guide (5)
28. The thing being discussed (2)
29. A lake (4)
32. Doctor (abbrev.) (2)
33. United States (abbrev.) (2)
36. A fishy weapon? (4)
37. To stop (5)
38. A soldier who patrols the borders of Sommerlund (6)
42. If your endurance reaches this point, you are dead (6)
43. The Russian word for 'yes' (2)
46. The English word for 'niet' (2)
47. The 'Pick and Shovel' tavern is located here (6)
48. The chasm of doom (11)





## COMPETITION CROSSWORD



NAME & ADDRESS OF "Summer Special Crossword" ENTRANT (PLEASE PRINT)

.....

.....

.....

Send to: Lone Wolf Club (SS4), 17–21 Conway Street, London, W1P 6JD

# KAI QUESTIONNAIRE

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1. Which is your favourite Lone Wolf book? .....
2. Which Lone Wolf book did you buy first? .....
3. Which Lone Wolf book has the best cover? .....
4. Which is your favourite black & white illustration? Book No ..... Entry .....
5. Which is your favourite entry/scene? Book No ..... Entry .....
6. How many Lone Wolf books do you have? .....
7. How many other solo-gamebooks do you have? .....
8. How do you rate Lone Wolf compared to other solo-gamebooks? .....
9. What is it about Lone Wolf that you enjoy the most? .....
10. Is there anything you really dislike about Lone Wolf?.....
11. How did you hear about Lone Wolf gamebooks? .....
12. Where do you buy your Lone Wolf books?.....
13. Do you have any difficulty getting hold of Lone Wolf books?.....
14. Do your friends read Lone Wolf?.....
15. How many people (besides yourself) read your copy of Lone Wolf?  
One ..... Two ..... Three ..... Four ..... Five/more .....
16. How do you rate the Lone Wolf rule system on the following points?  
Clarity..... Design.....  
Ease of use ..... Originality .....
17. Do you think the Lone Wolf adventures are (tick appropriate description):  
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21 August 2009

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